

Planet Mongo has a nuclear waste disposal problem. Within 99 ticks on the clock, 100 points must be played (bonus on 200, 300, etc.). If the clock strikes 0, the planet explodes with complete nuclear meltdown. Cloud layers form, continents collide, the planet spins and breaks apart from the force. Finally, the planet cools and forms a dense globe in space. The satellite, a nuclear waste disposal unit, can still be seen orbiting Planet Mongo and the "Game Over" flag appears. Squeeze trigger 1 to replay. With joystick 1 you can move the cross-hairs ($X=Y/2$). Knob 1 controls the rate of movement ($\Delta X, \Delta Y$). Move the cross-hairs over the satellite to score points. The satellite will move toward your position in a space craft beyond the satellites orbit. The satellite will move away (toward the top of the screen) as it completes its orbit. Orbit movement is random but curves are smooth and movement can be predicted. The satellite is 1 pixel in size at the top of the screen and worth about 90 points. Your cross-hairs are 1 pixel centered, so up here it's one to one, high points, very difficult. The satellite increases in size as it moves toward the bottom of the screen. It becomes easier to hit and can become as large as 9 pixels square. At this size its worth as little as 4 points, but, sometimes that's all you need to beat the clock. At 100+, 200+, 300+ milestones (and so on) the planet will signal a reset clock and more time by flashing. It's important to stay away from the planet at this time. If your cross-hairs go over any lit part of the planet, the planet will self-destruct and the game will end. During normal play, the planet has an energy ring that must not be touched. Play begins with the crosshairs in the center of Planet Mongo. You must move the cross-hairs out of the planet (Knob full clockwise + joystick to jump clear). Cross through the planet at your own risk as you track the satellite. If your cross-hairs cover the satellite while you are within the planet's ring the planet will explode and the game will end.

PLANET MONGO uses the "Circle Plotter" by from the May, 84 issue (lines 20 through 23) and the "Orbit Demo" by Ron Picardi from the issue (lines 26 through 35 with the 27-35 loop (returned with line 40) during most of the game (satellite movement)). If you score a hit, the program jumps to line 41. Points are tallied according to the satellite's Y position ($K+35$). The clock in line 40 is adjusted ($W-1$) in both hit and miss cycles. Line 41 also checks to see if the hit is from a collision with the planet's energy ring or if it was within the ring itself in which case it jumps to line 50. Line 42 gives an audible indication of the value of the hit. Line 43 checks your score to see if you've past a 100 milestone and flashes the planet if you did. The clock is reset ($W=100$) and the program returns to line 34 to XOR the satellite and the cross-hairs off the screen to continue with uninterrupted play. Line 50 begins the self-destruct routine with a chomping sound. In 51 C and Z are changed to adjust the Circle Plotter and is called with GOSUB 20. Now 3 more larger rings are drawn while the sound of escaping gases can be heard. Line 23 returns from the previous GOSUB to line 60 where larger crosshairs are drawn over the planet and a chomping/spinning sound is heard ($NT=L$). Line 61 draws lines to the corners and returns to full background color ($\&(9)$). Line 64 "spins" the planet, changes the colors, and ends in black & white. GOSUB 10 is called and new stars are plotted but this time the game play area is not blocked out (If $C=0$). Line 64 also changed the C & Z values again so that this time through the